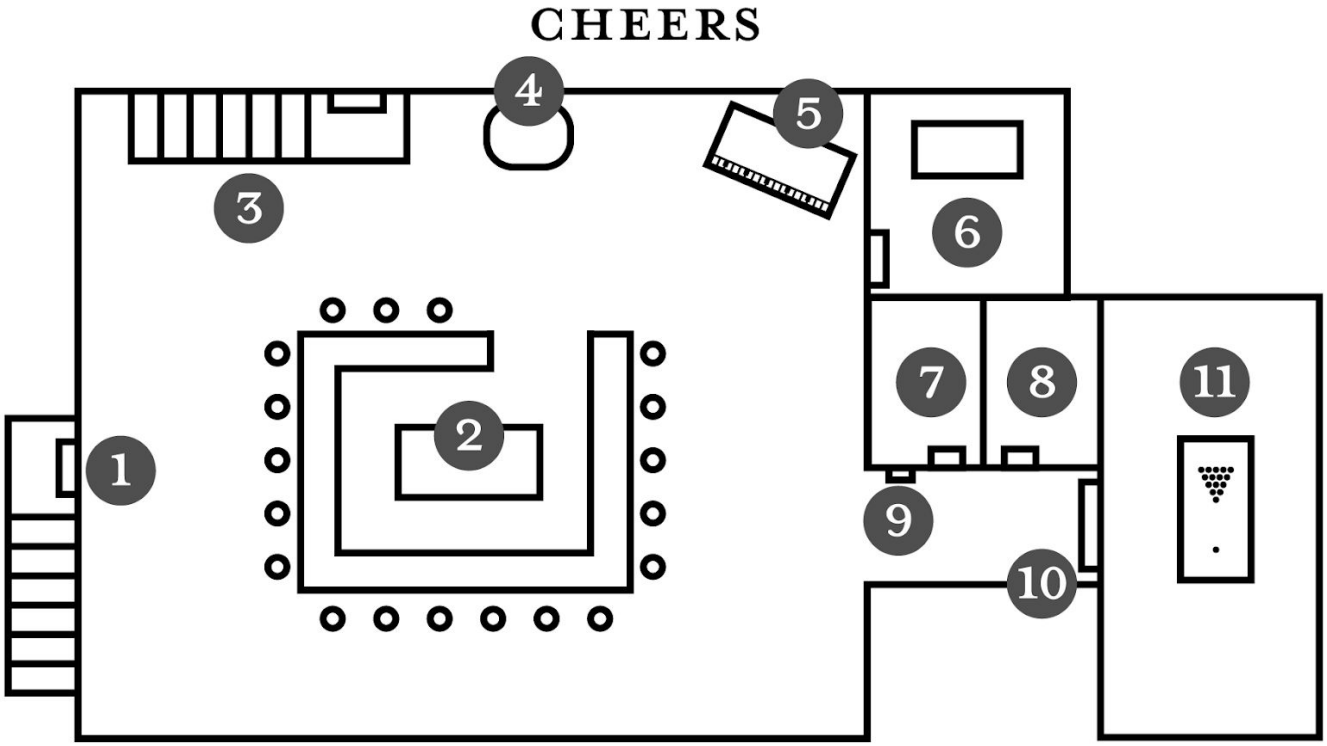
Episode 3: Where Everybody Knows Your Name...

Cold Open

Frasier goes on a nostalgic trip to visit old friends at Cheers. The bar feels like it did so many years ago. But when nothing's changed, nothing will ever be the same...

Designed for 5 players. Scale enemy health up or down if not playing with 5. Frasier is required for this episode, and Niles and Martin are recommended.

Based on the TV show *Cheers*, the prequel to *Frasier*. It is recommended players watch at least one episode to get a feel for the show.



1. Entrance Door
2. Bar
3. Stair to Melville's
4. Jukebox
5. Piano
6. Sam's Office
7. Men's Bathroom
8. Women's Bathroom
9. Pay Phone
10. Billiards Room Door
11. Billiards Room

Note 1: This episode takes place in season 1 of *Frasier*, before the episode where Sam visits Frasier in Seattle. Play as though they haven't caught up since Frasier left Boston.

Note 2: This episode is a puzzle dungeon. If players find an interesting solution to a puzzle not found in this guide, allow it.

Act One

The players begin entering the bar [1]. Refer to the map of Cheers at the beginning of this document. You are allowed to show this map to players because their characters would know the layout.

A jukebox [4] plays in Act One. If possible, play this music for the other plays to hear. The playlist can be found on Spotify here: https://open.spotify.com/playlist/3xybVUwpUtr7AqNyjNEGvP?si=me1Sdfh5Sd223x9aN4wZ7Q.

- The first song to play is "Once in a Lifetime" by The Talking Heads.
- When a song finishes, it repeats, so click the "Repeat Track" option on Spotify.
- If you cannot play music for the players, instead tell them they hear classic rock music playing from a jukebox.
    - Occasionally, tell them a new song is playing, but do not tell them it is the same song unless their character identifies it.

Showrunner: *"You step out of the evening snow through that old familiar door. The sweet smell of ale greets you instantly. After all this time, it feels as if nothing's changed.*

'Give me a beer, Sam.'

'Norm, I'm cutting you off until you pay your tab, and it's $190.'

- Note: The tab amount may change later.

'C'mon, Sammy boy, just one more beer? For old time's sake?'

'Alright, one more beer.'

"You're at the Cheers bar in Boston. Sam Malone is bartending like he always has, and Norm sits in his usual spot, drinking. They're both happy to see you."

Let the players introduce themselves to Sam and Norm. Sam wants to catch up and offers a round on the house. "What are you drinking?" he asks.

- Attempting to order anything too fancy will annoy Sam. This is a Boston bar, not the Ritz-Carlton. Lose 2 Reputation.
- Norm: "It's good to have you home, buddy."
- If Martin is playing, Sam remembers that Frasier said his dad died years ago, offending Martin.
- If Niles is playing, Norm remembers that Frasier said he's an only child, offending Niles.

After some chit chat, Sam continues: "*I'd love to catch up more, but I got a hot date with a swim teacher. She's gonna show me how to do the backstroke, if you know what I mean. And she's got a twin! Old Sammy's still got it! But I can't leave until Norm pays his tab. And where's Carla? She was supposed to clean up. Carla!"* he yells in the direction of the billiards room [11] to the east.

The Billiards Room Hand Door [10]

There's a strange door to the billiards room. Frasier doesn't remember it. The door is locked and cannot be opened by brute force.

The door has *x* handprint indentations on the surface, where *x* equals the total number of the

players' hands (so 5 players means there are 10 handprints).

- Placing a hand on a handprint causes it to glow.
- When all players are touching all handprints, the door swings open and all players enter.

If Norm's tab isn't zero: The door makes this horrible vinyl scratching noise when opening. The billiards room is pitch black. Say, "*You step out of the snow through that old familiar door…"* as Act One starts over from the beginning.

- Players are stuck in a time loop. They cannot enter Act Two until they figure out how to pay Norm's tab before entering the Billiards Room Hand Door.
- Repeat the introduction. Sam and Norm will react as if seeing the players for the first time.
- The song that was previously playing on the jukebox starts over.
- If a different song is playing on the jukebox, the only difference in the time loop is Norm's tab.

If Norm's tab is zero: Proceed to Act Two.

- AC/DC's "Highway to Hell" (Button G) must be playing for Norm's tab to be zero.

Norm's Tab

Norm's tab is connected to the jukebox and the Billiards Room Hand Door. Players can only alter the tab by changing the song, and by getting the tab to zero, the door will allow passage to Act Two.

- Players cannot pay Norm's tab with money. If attempting, Sam says, "Your money's no good here."
- If a player attempts to pay three separate times, Sam puts his hands on theirs, his eyes looking almost menacing. His nails dig into their wrist. "No good here…" Then a smile returns to his face. "How about a beer?"
- Norm will say he'll pay his tab after one more round, but never does.
- If you bully Norm too hard to pay or knock the beer out of his hand, he engages in a fight.
- Norm
    - HP: 150
    - DMG: 3K2
    - He breaks an empty beer bottle and swipes at whoever provoked him.
    - After attacking once or twice, he'll say he's just kidding around and go back to his stool as if nothing happened.
- A player may pass a Hard WIS roll to know Norm has an enchanted bottomless mug. He'll never finish his beer. Players can steal it if they'd like; Norm will just pull out another one.
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The Jukebox [4]

When approaching or addressing the jukebox, Sam says, *"You like it? The jukebox is new. Real fancy doodad. But Woody put the records in upside down or something. Whole thing's a mess."*

- It looks like a standard jukebox, with buttons labeled A to Z. There's also left and right buttons to go to the next letter.
- The song names, albums, and artists are all blank.
- The N button is currently pressed. However, The Talking Heads are playing.
- If someone breaks the jukebox, Norm's tab is $10,000. Upon resetting the Act, the jukebox is fixed, the tab goes back to $190, N is pressed, and The Talking Heads play.

The first letter of the name of the artist corresponds to its position in the alphabet, starting with zero. This number then equals Norm's tab. So AC/DC = A = $0, Boston = B = $10, Credence Clearwater Revival = C = $20, etc.

However, Woody put the records in backwards and shifted. The jukebox A to Z buttons do not correspond correctly to the artists. Here is the pattern:

- Button A = Artist G = $60
- Button B = Artist F = $50
- Button C = Artist E = $40
- Button D = Artist D = $30
- Button E = Artist C = $20
- Button F = Artist B = $10
- **Button G = Artist A = $0 = SOLVED**
- Button H = Artist Z = $250
- Button I = Artist Y = $240
- Button J = Artist X = $230
- Button K = Artist W = $220
- Button L = Artist V = $210
- Button M = Artist U = $200
- Button N = Artist T = $190
- Button O = Artist S = $180
- Button P = Artist R = $170
- Button Q = Artist Q = $160
- Button R = Artist P = $150
- Button S = Artist O = $140
- Button T = Artist N = $130
- Button U = Artist M = $120
- Button V = Artist L = $110
- Button W = Artist K = $100
- Button X = Artist J = $90
- Button Y = Artist I = $80
- Button Z = Artist H = $70

For players hearing the songs:

- If a player knows the song title or artist, they must pass a Medium WIS roll for their character to know it.
- If they fail the roll, they can only give a hint to the other players as their character tries to remember.

For players who cannot hear the songs:

- They must pass a Medium WIS roll to know the song title.
- They must pass a Hard WIS roll to know the artist.

Note: Sam should periodically mention Norm's tab when players are changing songs, especially if they are stuck.

Sam's Office [6]

It's a normal office. Pretty dingy. Some baseball memorabilia hanging on the walls. On the desk, there's some scattered papers, a pack of matches, and a baseball bat. Sam is a retired baseball player. He must have it for nostalgia's sake, and for those breaking and entering.

- Players can take the matches and baseball bat.
- The baseball bat is a weapon that increases DMG by +2 when swung.
- Lighting the bat on fire creates a weapon that increases DMG by +5 to the final boss.

The Bathrooms [7] [8]

Typical bathrooms. If investigating further, players find a rather crude drawing of Frasier with stink lines carved into the women's stall.

The Stairs Up to the Restaurant [3]

There's a seafood restaurant upstairs called Melville's. It's closed for the night and the door is locked, but you can smell the faint aroma of stinky fish.

- A player passing a Hard INT roll will know that the smell is mackerel.

Door Back to the Boston Street [1]

Once entering Cheers, the door from where you came no longer has a door knob and cannot be opened.

Act Two

Showrunner: *"You step out of the evening snow through that old familiar door. The sweet smell of ale greets you instantly. After all this time, it feels as if nothing's changed. You hear your good friends Norm and Cliff arguing about the Red Sox. You don't sense Sam anywhere. You also notice there's no music playing.*

'You see, Norm, the Red Sox's moniker goes back to ancient Egypt. The Red Sea, or the Sea of Reeds as experts now agree, was the birthplace of the modern bat. The Egyptians fashioned the bat out of reeds, and the baseball was a coconut. The Red Sox name takes homages of that there history,' says Cliff.

'Aren't they called the Red Sox because their socks are red?' asks Norm.

'Well if you want to be pedantic about it,' says Cliff.

"A laugh track, seemingly from nowhere, is heard."

In Act Two, whenever a joke is uttered, a laugh track plays.

- Note: It's fun to download a sound effects app to create your own laugh track for Act Two.

Norm and Cliff greet the players like they were just in the bar yesterday. They haven't noticed that years have passed. Time flies when you're drinking brewskies. If players ask about Sam, they say they saw him around here somewhere looking for Carla and talking about his date with some swim teachers, but aren't helpful or specific as they pour themselves another round from behind the counter.

- Norm and Cliff cannot hear the laugh track.
- Cliff
- HP: 1
- If attacked, Cliff will dodge by bursting into a pile of sealed letters, all of which read, "Please don't hurt me." If you promise, the letters materialize back into Cliff.
- If a player steals Cliff's Postal Jacket, they will gain the ability to burst into a pile of sealed letters.

After some time, the pay phone in the hallway outside the bathrooms rings a few times, then goes silent.

The Jukebox [4]

The jukebox is broken. A billiards cue has been jammed through it.

The Pay Phone [9]

Above the pay phone is a message carved into the wall. It reads, "CALL CARLA." If a player dials CARLA (22752), Carla, in a panicked voice, picks up.

"Hello? Oh, Dr. Crane, thank god. I knew you'd come to save me! Tell me, how do you get out? You don't know? Just great, the one thing the brainiac doesn't know. Well it looks like we're both stuck. I hope you at least figured out this isn't the real Cheers. It's some kind of, I don't know...labyrinth! What puzzle are you on right now? (Wait for player response.) Oh that's an easy one. My kid could figure it out, and he doesn't have two brain cells to knock together. The code for the door is in the guy's bathroom. And Fras, whatever you do, don't trust Sam. He's no—and th—g—swim teacher twi—" and the phone cuts out.

- If Frasier isn't the one talking to Carla, she can ask for him or the Showrunner can just change the dialogue.
- Players can see the letters written on the pay phone's number buttons if they're stuck figuring out how to call Carla.

The Bathroom Lock [7]

The men's bathroom door looks peculiar. It has no knob, just a speedometer-like fixture. Behind a glass shield, there's a meter going from 0 to 100 and an arrow, like a clock hand, vibrating between 0 and 1.

- The arrow responds to noise, but to get to 100, players need to elicit a strong response from the invisible studio audience. That means performing some classic sitcom humor, like delivering a saucy pun, slipping on a banana peel, or performing a big romantic gesture.
- Pass a Hard INT roll to know that this door uses ancient sitcomancy technology.
- At 100, the door applauds and opens up.
- As players examine the door, Norm and Cliff will banter, evoking the laugh track and triggering the arrow to go up as a hint for stuck players.

Banter 1:
Norm: "If that was my wife on the phone, tell her I'm not here. In fact, hand me the phone and I'll tell her."

Banter 2:
Norm: "If my wife calls, the last you heard of me, I was at the hospital for an emergency liver infusion."

Banter 3:
Norm: "Looks like you need help figuring something out. Maybe the answer is at the bottom of this beer mug."

Banter 4:
Cliff: "I'd help ya, but that'd involve gettin' up."

Banter 5:
Norm: "If you ask me, you got two options. You can sit here and drink beer, or you can sit over there and drink beer."

Banter 6:
Norm: "I got an idea. Frasier, let me borrow your liver."

Banter 7:
Cliff: "I can tell ya about doors. They were invented by a Polish aristocrat named Frederick Doorman in 1658."
Norm: "Cliffy, how did people get inside buildings before doors?"
Cliff: "Eh, they just crawled through the windows."

Banter 8:
Cliff: "Ah, the door. One of mankind's greatest achievements."
Norm: "I always figured it was beer."
Cliff: "I said one of the greatest, not *the* greatest!"

The Men's Bathroom [7]

Typical bathroom. After players investigate, they'll notice that if they look in the mirror, the number 118 is written on their forehead. The number is invisible if viewed without the mirror.

The Billiards Room Bottle Door [10]

This door has multiple beer bottles hanging from strings in front of it. There's no handle.

- Upon further investigation, the bottles are numbered 0 through 9.
- Pass a Hard WIS roll to know these bottles were crafted in hops crystal, which can be triggered to induce a strong alcoholic effect on touch.

- Players must pull the bottles in the order of 8-1-1 (the mirror makes it backwards), causing the door to open and suds to pour into the room at ankle length.
- Pulling any three incorrect bottles (such as the backwards 1-1-8) causes the bottle to intoxicate the player through the fingertips. They'll drunkenly walk into a wall and take 2K2 DMG.

Enter the open door.

Act Three

Showrunner: "*You step out of the evening snow through that old familiar door. The sweet smell of ale greets you instantly. After all this time, it feels as if nothing's changed. Except, below, you hear many strange voices you don't recognize. There's so much chatter that it's impossible to make out what they're saying. And yet their words feel familiar...*

"Cheers is full of what seems like hundreds of guests, packed from wall to wall. Men in tuxedos, women in gowns. It's a celebration! Waiters walk around with hors d'oeuvres. A group in the corner play on the piano and sing. The mood is quite jovial.

"*Finally, to your left is a coat rack with stacks upon stacks of overcoats. It looks like it may fall over at any moment. And at the top you see a sparkling key."*

Several things can happen to the players as they push their way through the celebratory crowd.

- The player who picked up the key will notice that they've been pick-pocketed. The key is gone!
- Two ladies stand in the way of the player's path. Failing a Hard CHA roll means you bump into them, and they slap you for 1K1 DMG and lose 4 Reputation.
- A waiter offers the player an hors d'oeuvres of salted peanuts and pretzels. They're slightly stale.
- The group around the piano invites the players to sing along. This may involve a Hard CHA roll depending on what the players attempt.
- A man dips a woman and kisses her, knocking a player over if they fail a Hard DXT roll and causing 1K1 DMG and 4 Reputation loss.
- Someone has purchased a round for the house, and players must dodge spilled beer with Hard DXT rolls or suffer Reputation losses depending on the size of the spill.
- Any other large party event involving proper behavior.

At some point, the players will notice that the partygoers aren't just chatting; they're speaking in another language. And the language has only one word: Frasier.

"*Frasier Frasier Frasier? Frasier! Frasier Frasier, mmhmm, Frasier! Ah, Frasier Frasier!"*

The partygoers all understand each other and mostly understand the players, but the players do not understand at all. The Showrunner should have fun with the players' confusion.

The partygoers have absolutely generic faces. It's like they're background extras, instantly forgettable. It's hard to even focus on them. They can all be engaged in combat with enough provocation.

- Partygoer
- HP: 30
- DMG: 1K1

- The partygoers are not strong or clever, but they can recruit nearby partygoers to join them, leading to endless combat unless the players escape through the crowd.
- The partygoers are infinite. They cannot all be defeated.
- Upon death, their bodies get lost in the crowd, never to be seen again.

The partygoer who pickpocketed the key does not say “Frasier.” They say, “Sam.” There is no predetermined way to find them. Allow the players to investigate and find a creative solution. But they do not want to be found and will fight and hide in the crowd if approached.

- Pickpocketer
- HP: 60
- DMG: 2K1
- Similar to the other partygoers in appearance, except the key can be seen peeking out from their coat pocket.
- Will recruit other partygoers to fight the players.
- Will attempt to disappear into the crowd after two turns unless players can stop them.

The Billiards Room Frasier Door [10]

Affixed to the door is a small lockbox. Only the key from the coat rack can open it.

Opening the lockbox reveals a 3-by-3 keypad. Each button has the same word: Frasier. Pressing them in the wrong order does nothing.

- No INT or WIS roll is high enough to know a single thing about this arcane lock.

There is no predetermined solution to the correct button order. Allow the players to find their own way to solve the puzzle.

- Maybe the players convince a partygoer to press the buttons for them.
- Maybe Frasier uses Psychic Frasier on himself to see the solution.
- Maybe wearing the mask of a partygoer gives a player Frasier vision, and the Frasier buttons appear translated.

If the proper button sequence is pressed, the door plays the first few jazzy notes of the Frasier theme song and opens to a blizzard, the final stretch

Act Four

Players are no longer on the map.

Showrunner: “*You step into a snowy expanse. The cold stings your eyes, the wind howls. This is not a place you’ve ever seen before. With snow blowing every which way, covering the world in white, it’s impossible to know which direction to walk.*

“You hear a cry. Could that be Carla’s voice in the distance? You’re not sure, but you walk toward the source, crunching your way across the icy ground. And then the icy ground begins to crack. That’s when it hits you. Not the right way to go, but the swim coach! Except, it’s not the kind of girl Sam is normally seen with; it’s a 100-foot whale-like beast blasting through the iced-over ocean beneath your feet! Her eyes are black coals, and barnacles cling to her scarred, rugged underbelly.”

Randomly select a player. If they fail a Hard DXT roll, they take 1K1 DMG from the Leviathan and are tossed across the ice.

Roll for initiative.

Leviathan, Absolute Babe of the Deep

- HP: 130
- Attacks for 3K1 DMG by blasting through the ice and slamming into

players, then diving back beneath the water. Players can dodge by passing a Hard DXT roll.
- Attacks for 1K1 DMG by shooting a foamy ale out of her blowhole into a player's mouth, intoxicating them for their next turn, lowering their roll by 1K1.
    - Players must pass a Hard WIS roll to identify it as an Arctic Ale. Otherwise, describe it as only beer.
- If a player dodges, the Leviathan fails to dive back into the water and players have a chance to attack her for a full turn or two until she dives again.
- When attacked, the Leviathan sings a deep whale song. It's terrifying, but equally sorrowful.
- If a player falls into the icy water, they must pass a Hard STR roll during their turn to climb out. If they fail, they take 1K1 DMG and must attempt again next turn.
- A Hard INT roll reveals to the player that the Leviathan's song has notes of regret about time, and it's not aimed at the players but something else nearby.

Leviathan, Smoking Hot Twin of Frost
- HP: 130
- Has the same attacks and behaviors as Leviathan, except its blowhole shoots a foamy lager.
    - Players must pass a Hard WIS roll to identify it as a Blubber Lager. Otherwise, describe it as only beer.

The Leviathan and the Leviathan's twin never appear at the same time. Do not tell players they are fighting two separate creatures. It is up to them to remember that the "swim coach" has a twin. The only hint is that they shoot different types of beer.

After Slaying One Leviathan

Showrunner: "*The Leviathan wails and sings her sorrowful song that chills you to the bone. She thrashes on the ice, her movements uncontrolled and desperate, until the other Leviathan, her twin, jumps out of the water as well. They look into each other's dark eyes, share a silent understanding, and help each other back into the cold murky water below, never to be seen again."*

The player who lands the decisive blow picks up a chalky white shell that fell off a Leviathan. The Conch of Lost Time can be played like an instrument. Its deep melody instills immense sorrow to all who hear its call.

Showrunner: *"And then, in the distance, you hear it again. It's Carla's voice. You follow it through the frozen wasteland until you can't feel your feet, and then you find her. Carla, standing before a giant frozen 8 ball. Inside the 8 ball is sparkling purple liquid, and inside the sparkling purple liquid is Sam Malone. He looks asleep and almost child-like.*

'What do we do, Frasier? We can't leave him like this!' she says."

All players have to do is break the ice by force (Medium STR roll) and the sparkling purple liquid and Sam Malone pour out onto the snowy ground. Sam, gasping for breath, awakens.

Showrunner: *"'You made it," Sam says, weariness heavy in his voice. "You made it all this way. This isn't the real Cheers, but I'm sure you figured that out already, didn't you? You were always such a smart guy. This Cheers is a memory prison. Dreamt up by yours truly. It's*

just...with you leaving Boston, everyone getting old, and I heard the bar might have to close down soon...I just wanted everything to be like it was, you know? Is that so bad? A memory frozen in time. But the memory grew too strong, it trapped my friends inside, it trapped you, it trapped me, but it's not real...it's not real!'

"Just then, the scene sublimes like a cloud bursting all around you. You all awaken on the warm floor of the billiards room. The REAL billiards room. And there's Sam, Woody, Carla, Cliff, and Norm, waking up from the ground as well. You can see how the years have changed their faces. They're not as young as they once were. And yet, seeing their familiar smiles, you understand that what's important always stays the same.

"Norm looks up in amazement. 'I think I need to lay off the booze for a while.' Norm pauses. 'Okay, that's long enough. Hey Sammy, can I get beer?"

You have freed everyone from the Cheers Memory Prison, and saved Sam from himself.

Sam Malone is now a playable character.

End of Episode.